

**REMARKS:**

**Claim Rejections under 35 U.S.C §102**

The Examiner's rejection of Claims 1, 5-7, 8-14, 21-25, 31, 34, 35, and 41-44 under 35 U.S.C. § 102(b) as being anticipated by Seelig, U.S. Patent No. 5,560,603 is respectfully traversed for at least the reasons given below.

The Seelig patent discloses a main racing display 120 and a plurality of slot machines (e.g., 100A, 110B, 110C, 110D). The racing display 120 shows a plurality of racing elements (e.g., 122A, 122B, 122C, 122D), which correspond to these slot machines. It is to be particularly noted that each of the slot machines (and each racing element) has its own timer display (e.g., 122A, 122B, 122C, 122D). Col. 4, lines 52-53. Each time a predetermined combination of indicia appears on the rotating wheels 118 of a slot machine, the corresponding racing element for that slot machine advances on the racing display 120. Seelig has each racing element racing **against the clock, independently** of the other racing elements, not as a group. Col. 2, lines 2-3. Prizes are awarded depending on the position of each racing element (Win, Place, Show) before the clock/timer has timed out. Col. 2, lines 9-13. The Seelig patent further contemplates that each slot machine may include its own racing display so that the player can more easily see his racing element and timer without having to look up at the main display. Col. 2, lines 3-6, Col. 5, lines 1-3. It should be further noted that if a player obtains the predetermined combination of indicia to move his/her racing element, it has no effect on the other players' slot machines or racing elements. Racing elements that correspond to slot machines that are not being played are also not included in main racing display.

Applicants' pending Claims introduce new methods and systems of gaming machines with attraction mechanisms at each gaming machine. The gaming machines are electronically linked such that if an electronic signal indicative of a bonus round is activated on any one of the

gaming machines, then the attraction mechanism on each linked gaming machine is operated as a group. The operation of the group of attraction mechanisms can be simultaneously, staggered, in a seriatim fashion (i.e., one after another), random activation throughout the room, or any other choreographed manner.

In contrast to Applicants foregoing Claims, the Seelig patent does not disclose or suggest the activation of separate attraction mechanism at all. At best, it relates to a single display, which is actually part of a bonus-type game, to which a plurality of machines are linked. What goes on in that single display is furthermore tied to a respective machine; that is, there is nothing "choreographed" between the various machines. The Seelig patent simply does not disclose or suggest the operation of attraction mechanism for one thing, and certainly no linkage of attraction mechanisms as a group performance. For the reasons stated above, the Seelig patent not only fails to disclose each and every element of the claimed invention concerning Claims 1, 5, 8-10, 13-14, 18, 21-22, 25, 31, 34-37, 41, and 43-44, but does not suggest Applicants' invention.

### **Claim Rejections under 35 U.S.C §103**

The Examiner's rejection of Claims 2-4, 15-20, 26-28, and 36-40 under 35 U.S.C. § 103(a) as being unpatentable over Seelig, U.S. Patent No. 5,560,603 in view of Hartman, PCT Publication No. WO 98/14251 is also respectfully traversed.

The Seelig patent is described and distinguished above. It should be noted here again, that racing elements which correspond to slot machines that are not being played are not included in main racing display.

The Hartman publication discloses a combined slot machine and robot for increasing player interest in slot machine play. Each slot machine includes its own robot. Page 6, lines 18-19. The robot may be programmed to respond to different indications on the output line 24 of

the corresponding slot machine. Page 6, lines 11-17. The response of the robot can include waving its arms and shouting to the player, do somersaults, or throw things (perhaps not a wise adaptation). Page 6, lines 14-17.

While in many respects Hartman is a better reference than Seelig, it is most significant that if a robot is activated for one machine, it has *no effect* on the other players' slot machines or other robots. Hartman does talk about having a "combination of robots associated with a group of machines," but only in the context of directing that assemblage toward just one player. Page 6, lines 17-25.

Again in contrast to Applicants invention, neither Seelig nor Hartman teach or suggest the activation of attraction mechanisms on all linked gaming machines by an occurrence of a predetermined event on any one of the linked gaming machines. The Seelig patent, the Hartman publication, nor a combination thereof do not teach or suggest the operation of attraction mechanisms that provide positive feedback to all players (i.e. initiate bonus games) due to an achievement of any one of the players. The Seelig patent, the Hartman publication, nor a combination thereof do not teach or suggest a plurality of linked attraction mechanisms in the form of human figures that can be caused to dance in a choreographed manner due to an achievement of any one of the players.

Additionally, Claims 2-4 depend from Claim 1; Claims 15-20 depend from Claim 14; Claims 26-28 depend from Claim 25; and Claims 36-40 depend from Claim 34. Since Claims 1, 14, 25, and 34 should be allowable for the reasons above, then Claims 2-4, 15-20, 26-28, and 36-40 should also be allowable since each is a dependent Claim of an allowable Claim.

Finally, while the Examiner rejected Claims 18, 19, 20, 27, 37, and 38, the Examiner has not specifically addressed the reasons for rejecting these Claims. Additionally, Claims 18, 19, and 20 depend from Claim 14; Claim 27 depends from Claim 25; and Claims 37 and 38 depend

from Claim 34. Since Claims 14, 25, and 34 should be allowable for the reasons above, then Claims 18, 19, 20, 27, 37, and 38 should also be allowable since each is a dependent Claim of an allowable Claim.

For the reasons stated above, the Seelig patent, the Hartman publication, nor a combination thereof fail to disclose each and every element of the claimed invention concerning Claims 2-4, 15-20, 26-28, and 36-40. Nor is there a suggestion to modify any of the references to arrive at the presently claimed invention.

The Examiner's rejection of Claims 29, 32, and 45 under 35 U.S.C. § 103(a) as being unpatentable over Seelig, U.S. Patent No. 5,560,603 in view of Tanaka, U.S. Patent No. 5,130,838 is respectfully traversed.

The Seelig patent is described and distinguished above. The Tanaka patent discloses a laser projection type display unit for displaying images such as characters or the present positions of moving objects such as vehicles on a map screen. Col. 2, line 28 and Col. 2 line 66 to Col. 3, line 1. The laser projection type display unit of Tanaka is specifically tailored for displaying the location and information regarding moving objects on a map screen as in navigation systems. Col. 2, line 64 to Col. 3, line 46. Applicants cited Tanaka as simply a way of making a laser display. It in no way renders obvious the underlying concept of linked attraction mechanisms that are choreographed to operate together.

Applicants also have found no disclosure or suggestion whatsoever to combine a gaming machine having an attraction mechanism with a projected display being generated by a laser projection system for a navigation system. The Examiner cannot combine references without some suggestion or motivation in the references themselves or in the knowledge generally available to one of ordinary skill in the art. The lack of a suggestion or motivation to combine

these references is evidenced by the fact that in all the years of gaming machines, no one has apparently done so. Applicants respectfully suggest that the knowledge to combine these references was gleaned in hindsight from the Applicants' disclosure.

Additionally, Applicants respectfully point out that Claims 29, 32, and 45 depend from Claims 21, 31, and 44. Applicants further point out that Claims 21, 31, and 44 should be allowable as previously discussed. Therefore, Claims 29, 32, and 45 should also be allowable since they depend from Claims 21, 31, and 44.

For the reasons stated above, the Seelig patent in view of the Tanaka patent fails to disclose each and every element of the claimed invention concerning Claims 29, 32, and 45. Therefore, Claims 29, 32, and 45 should be allowed. Nor is there a suggestion to modify any of the references to arrive at the presently claimed invention.

The Examiner's rejection of Claims 30, 33, and 46 under 35 U.S.C. § 103(a) as being unpatentable over Seelig, U.S. Patent No. 5,560,603 in view of Tanaka, U.S. Patent No. 5,130,838 and in further view of Best, U.S. Patent No. 6,176,584 is respectfully traversed for at least the reasons given below.

The Seelig patent and the Tanaka patent are described and distinguished above. The Best patent discloses a spherical dome imaging system having a field of view limited only by cockpit obstructions. Col. 2, lines 57-59. The spherical dome can be used in a number of applications such as military and civilian simulation systems and commercial entertainment applications. Col. 4, lines 4-8. Here again, Applicants cited this type of arrangement for projection in their application, and it in no way suggests the core concept of the linked attraction mechanisms operating as a group.

The above-noted Claims of the present Application are directed towards a method, gaming machines, and a gaming system having an attraction feature comprising a laser projection system including a domed projection surface with a visual output upon an interior side of the domed projection surface with the output being visible from the outside of the surface. Applicants respectfully disagree with the Examiner's statement that it would have been obvious to one having ordinary skill in the art, at the time of Applicants' invention "to incorporate the curved surface, real image, laser-based rear projection display system technology of Best et al. in the display system of Seelig et al. in view of Tanaka et al." Office Action, Page 8. The Examiner stated "Seelig et al. in view of Tanaka et al. seems to lack explicitly showing the laser projection system including a domed projection surface on the gaming machine, the laser projections system projecting the visual output upon an interior side of the surface with the output being visible from the outside of the surface" and "Doing so provides a source of generating and displaying and attraction animation." Office Action, page 8. Applicants respectfully point out that the Examiner's own statement indicates novelty of these Claims.

Applicants again have found no disclosure or suggestion whatsoever to combine a gaming machine having an attraction feature, a projected display and further including the step of providing a visual output for the display when the attraction feature is caused to operate that comprises a laser projection system including a domed projection surface with a visual output upon an interior side of the surface and the output being visible from the outside of the surface. The Examiner cannot combine references without some suggestion or motivation in the references themselves or in the knowledge generally available to one having ordinary skill in the art. The lack of a suggestion or motivation to combine these references is evidenced by the fact that after all the years of gaming machines, no one has apparently done so. Applicants

respectfully suggest that the knowledge to combine these references was gleaned from the Applicants' disclosure.

Additionally, Applicants respectively point out that Claims 30, 33, and 46 depend from Claims 29, 32, and 45, respectively. Applicants further point out that Claims 29, 32, and 45 should be allowable as previously discussed. Therefore, Claims 30, 33, and 46 should also be allowable since they depend from Claims 29, 32, and 45.

For at least the reasons stated above, the Seelig patent in view of the Tanaka patent in further view of the Best patent fails to disclose each and every element of the claimed invention concerning Claims 30, 33, and 46. Nor is there a suggestion to modify any of the references to arrive at the presently claimed invention.

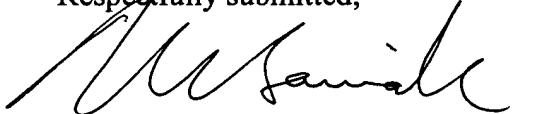
Therefore, for at least the foregoing reasons, reconsideration of the rejections is respectfully requested.

A Notice of Allowability is solicited.

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